



[Menu](#)

NO
EXCUSES



REALIZE



Menu



Menu



AUDIO

?

Menu



LESS
RAM
CPU
ACCESS
PEOPLE

MORE
PLATFORMS
CHOICES
FREEDOM

DIFFERENT
CONSTRAINTS
TARGETS
CHALLENGES

PAST

[Menu](#)



NO
EXCUSES

Menu

FOCUSED
ON
FEELINGS
DYNAMICS
AESTHETICS

[Menu](#)



EVOKING
EMOTION
WITH
SOUND



Menu



WAVE SOUND
PERCEPTION
EXISTS?
IN
TIME



FREQUENCY
UNIQUE
VOCABULARY

THERE'S
NO
SCREEN
SHOT
FOR
SOUND

[Menu](#)

SOUND

IS

NOT

HARD

TO EXPLAIN
TO ARTICULATE
TO GET RIGHT

EASY

TO CREATE
TO INTEGRATE
TO SUCCEED



Menu





Menu

Challenges
no
Longer
Technical

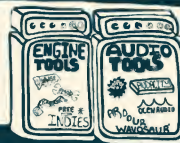


SAME

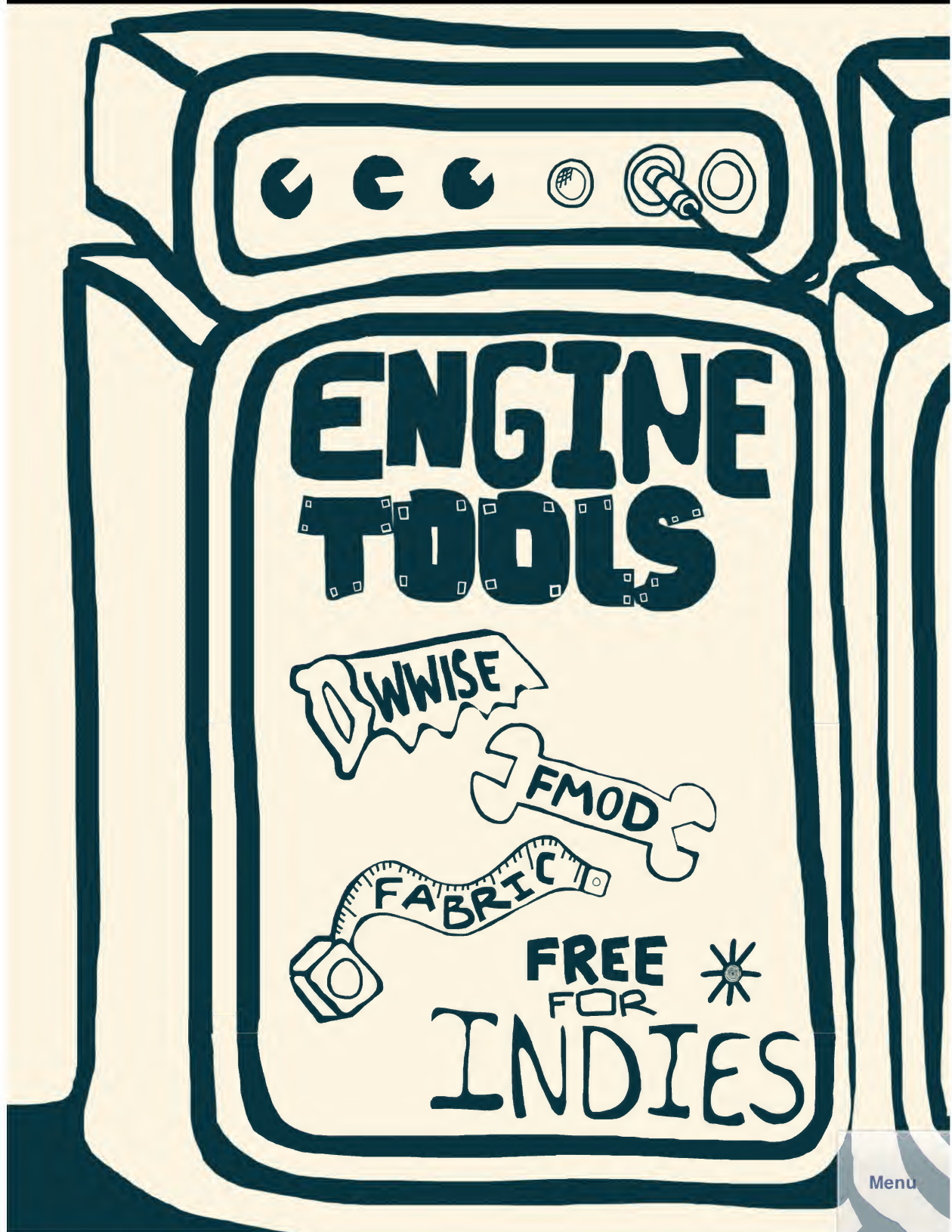
Challenges
no
Longer
Technical

DIFFERENT**P
R
O
B
L
E
M
S****P
L
A
T
F
O
R
M
S**

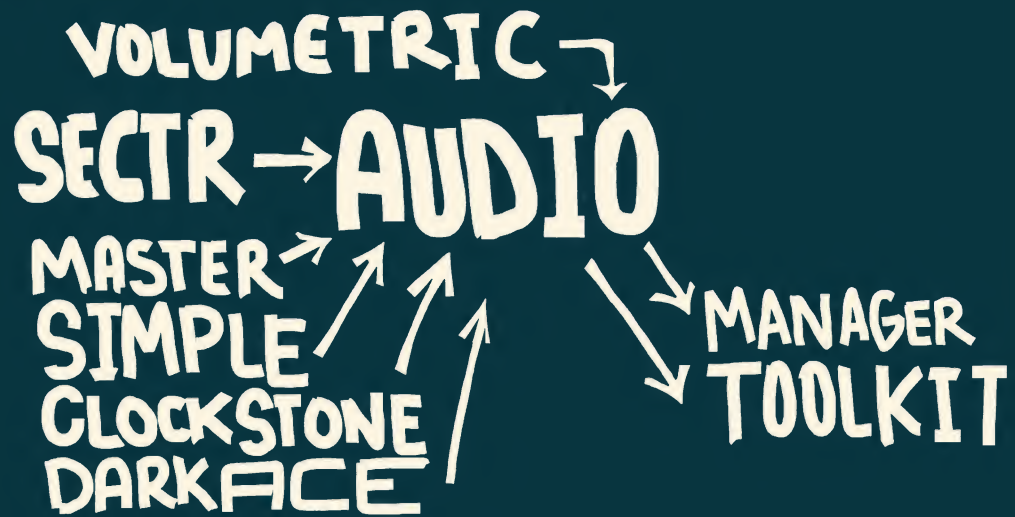
USUALLY
ALREADY
SOLVED

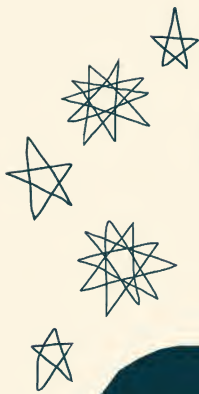


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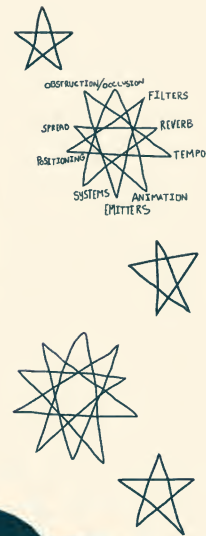


UNITY ASSET STORE





freesound
.org



CUSTOM
CONTENT

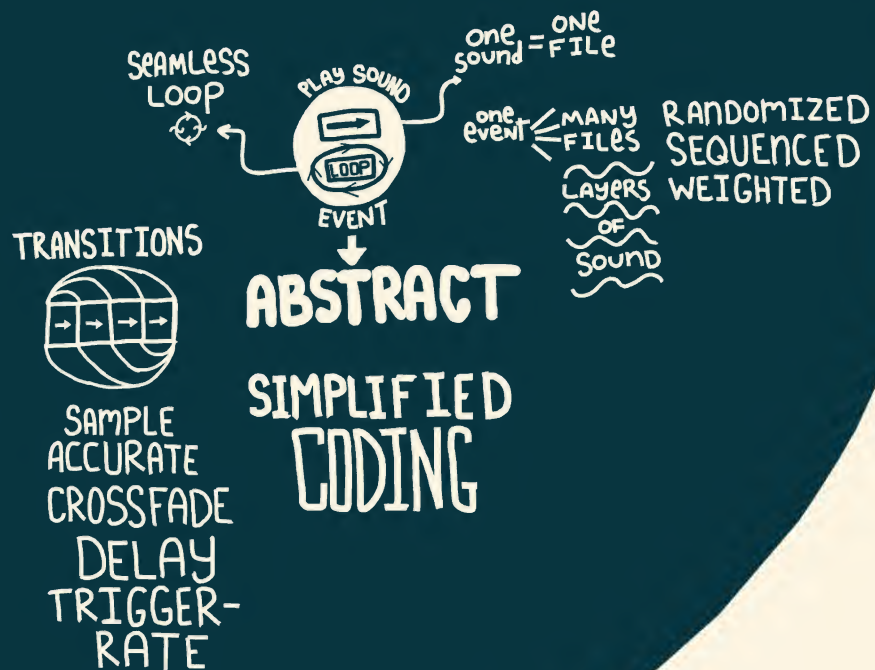
Menu

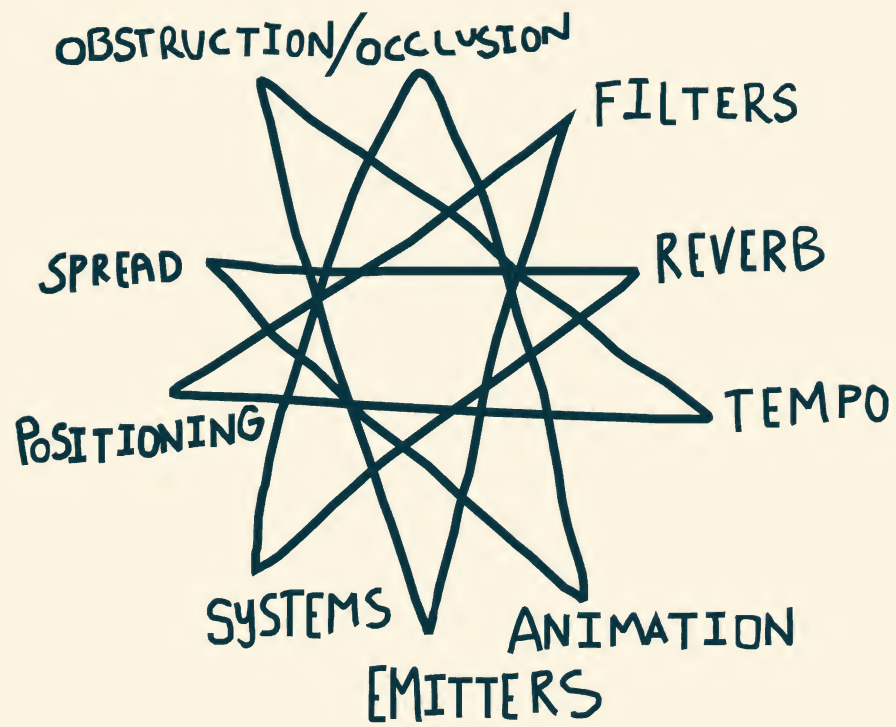
TECHNIQUES

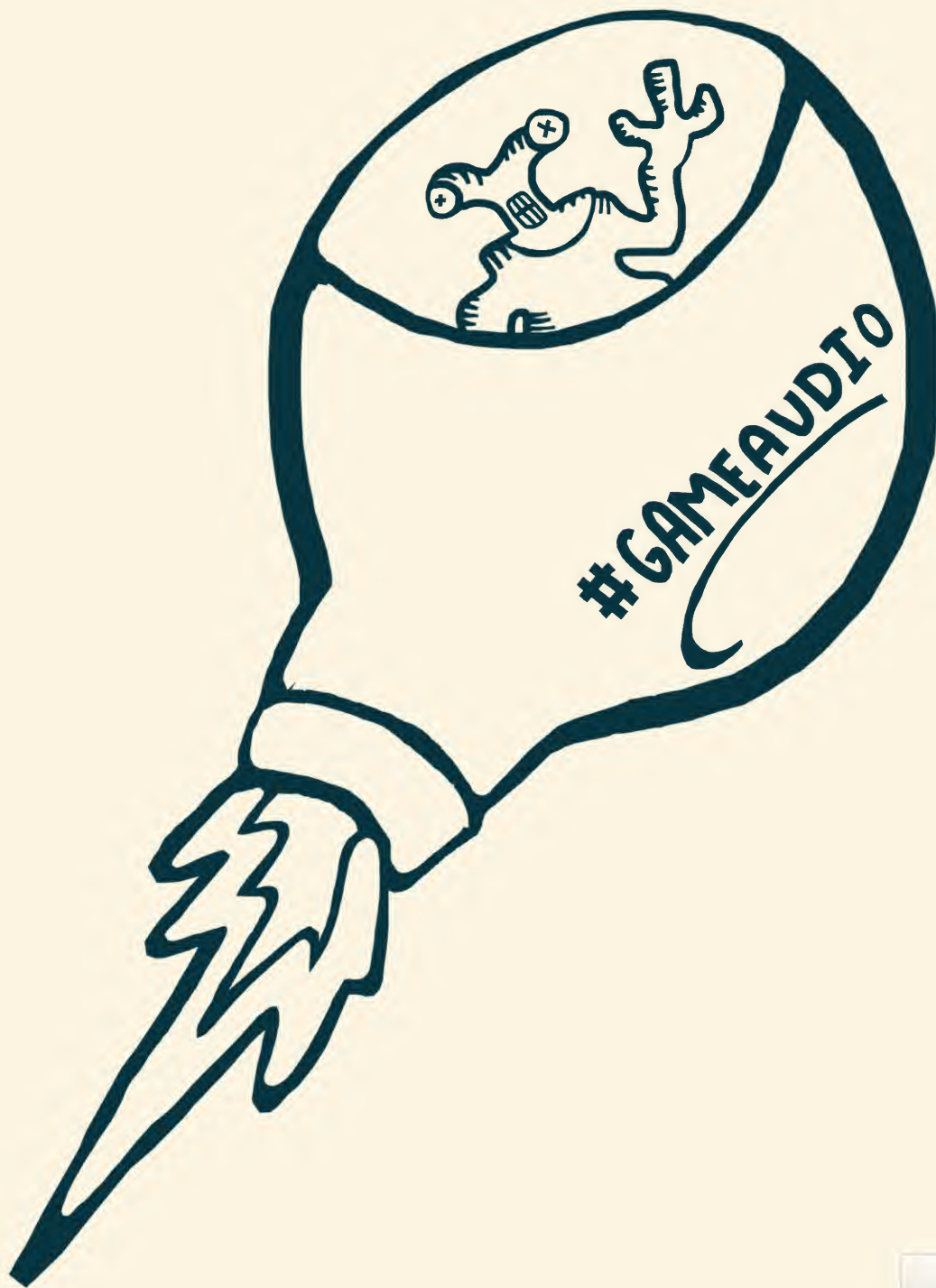


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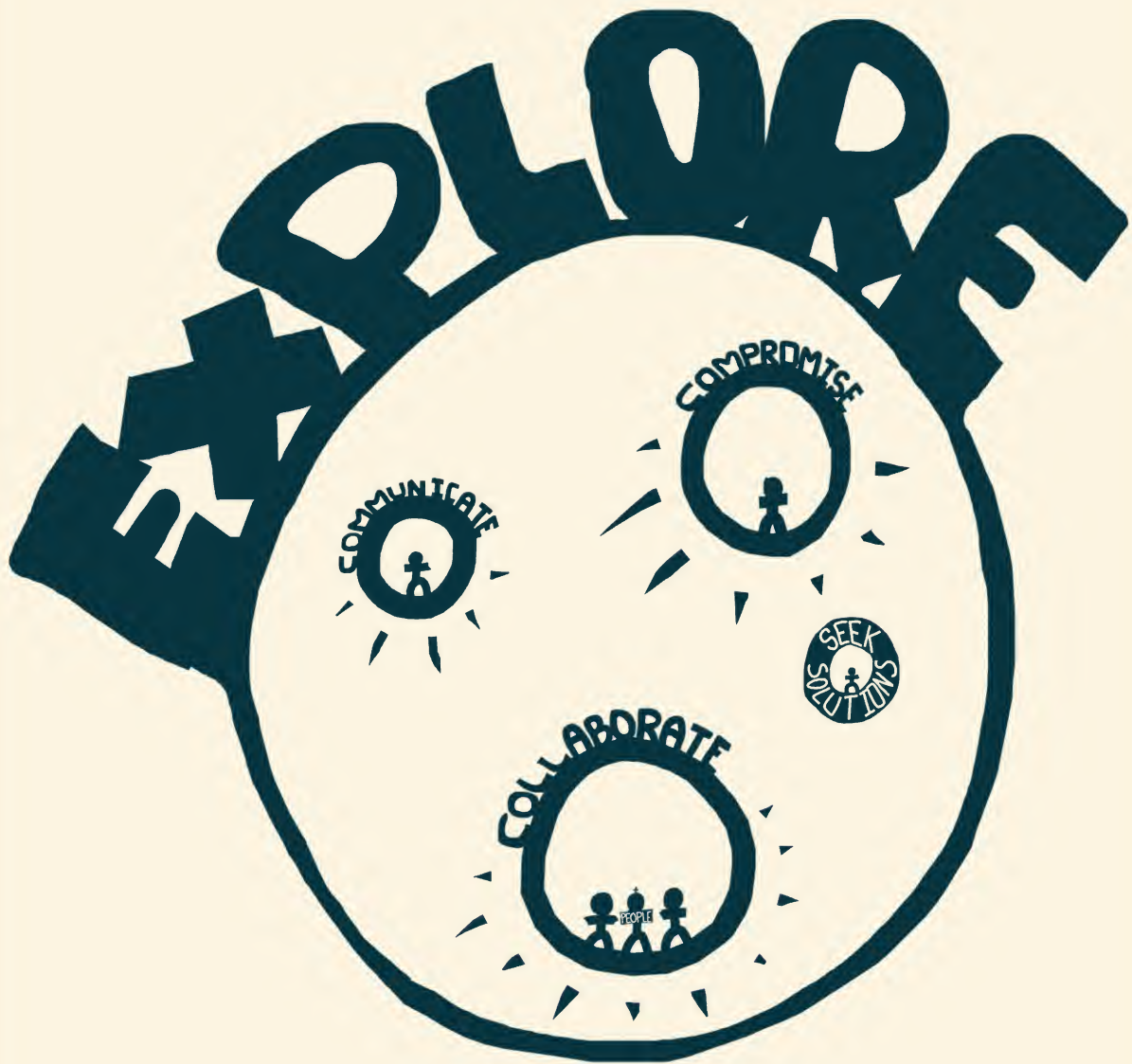
COMPLEX FUNCTIONALITY







Menu

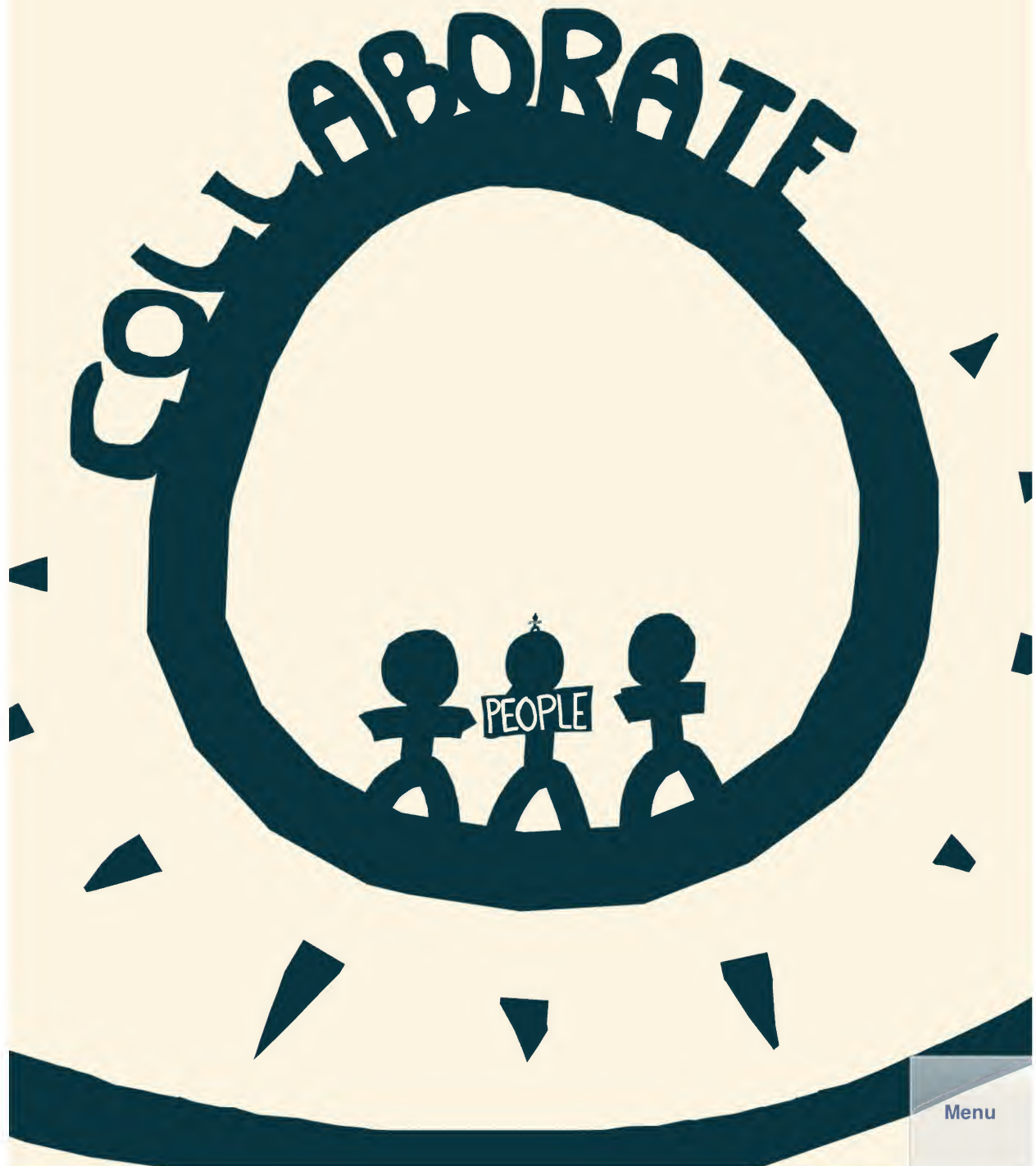


Menu



Menu







Menu



Menu



SPECIALISTS

Menu



Menu



Menu



COMMUNITIES



Menu

IGDA
GENERAL
AUDIO S.I.G.
IASIG
GANG
#GAMEAUDIO.

Menu



Menu